



US Patent & Trademark Office

[Subscribe](#) (Full Service) [Register](#) (Limited Service, Free) [Login](#)

Search: ☒ The ACM Digital Library ☐ The Guide



[Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Terms used **bootstrap poll downloading**

Found 14 of 125,779

Sort results
by

Display
results



[Save results to a Binder](#)



[Search Tips](#)

☐ Open results in a new
window

Try an [Advanced Search](#)

Try this search in [The ACM Guide](#)

Results 1 - 14 of 14

Relevance scale ☐ ☐ ☐ ☐ ☐

1 [Progress-based regulation of low-importance processes](#)

John R. Douceur, William J. Bolosky

December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth ACM symposium on Operating systems principles**, Volume 33 Issue 5

Full text available: [pdf\(1.53 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

MS Manners is a mechanism that employs progress-based regulation to prevent resource contention with low-importance processes from degrading the performance of high-importance processes. The mechanism assumes that resource contention that degrades the performance of a high-importance process will also retard the progress of the low-importance process. MS Manners detects this contention by monitoring the progress of the low-importance process and inferring resource contention from a drop in the p ...

Keywords: process priority, progress-based feedback, symmetric resource contention

2 [Cluster resource management: An integrated experimental environment for distributed systems and networks](#)

Brian White, Jay Lepreau, Leigh Stoller, Robert Ricci, Shashi Guruprasad, Mac Newbold, Mike Hibler, Chad Barb, Abhijeet Joglekar

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available: [pdf\(2.10 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Three experimental environments traditionally support network and distributed systems research: network emulators, network simulators, and live networks. The continued use of multiple approaches highlights both the value and inadequacy of each. Netbed, a descendant of Emulab, provides an experimentation facility that integrates these approaches, allowing researchers to configure and access networks composed of emulated, simulated, and wide-area nodes and links. Netbed's primary goals are ease ...

3 [Simulation via implementation with applications in computer communication](#)

Kenneth Brayer, Valerie Lafleur, Gary Simpson

March 1982 **Proceedings of the fifteenth annual simulation symposium**

Full text available: [pdf\(1.39 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [index terms](#)

The traditional approach to performing discrete digital simulation has been one of

developing a mathematical or statistical model to represent a process, programming this model on a large scale computer, and then executing the model to obtain performance results. In this study, the authors have developed a simulation of a computer communication network by simulating the users in a central computer and implementing the remainder of the network in actual network processors. This allows for au ...

4 Active Badges--The Next Generation

Igor Bokun, Krzysztof Zielinski
October 1998 **Linux Journal**

Full text available:  [html\(22.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Implementing a software location system as a Linux embedded application results in a robust, efficient and inexpensive system

5 Porting AIX onto the student electronic notebook

John Ioannidis, Gerald Q. Maguire, Israel Ben-Shaul, Marios Levedopoulos, Micky Liu
May 1991 **Proceedings of the 1991 ACM SIGSMALL/PC symposium on Small systems**

Full text available:  [pdf\(755.19 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

6 CORBA Program Development, Part 3

J. Mark Shacklette, Jeff Illian
July 1999 **Linux Journal**

Full text available:  [html\(25.42 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A look at CORBA implementations in Java to provide interoperability between platforms

7 Work-in-progress session on innovative topics: Security wrappers and power analysis for SoC technologies

C. H. Gebotys, Y. Zhang
October 2003 **Proceedings of the 1st IEEE/ACM/IFIP international conference on Hardware/software codesign & system synthesis**

Full text available:  [pdf\(790.57 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Future wireless internet enabled devices will be increasingly powerful supporting many more applications including one of the most crucial, security. Although SoCs offer more resistance to bus probing attacks, power/EM attacks on cores and network snooping attacks by malicious code are relevant. This paper presents a methodology for security on NoC at both the network level (or transport layer) and at the core level (or application layer) is proposed. For the first time a low cost security wrapp ...

Keywords: VLIW, adiabatic, design, performance, security

8 Delegating remote operation execution in a mobile computing environment

Dietmar A. Kottmann, Ralph Wittmann, Markus Posur
December 1996 **Mobile Networks and Applications**, Volume 1 Issue 4

Full text available:  [pdf\(333.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Remote operation execution is nowadays the most popular paradigm used to build distributed systems and applications. This success originates in the simplicity exhibited by programming along the client-server paradigm. Unfortunately, connectivity and bandwidth

restrictions defy the unchanged porting of this well known mechanisms to the mobile computing field. In this paper we present an approach that allows to develop applications which are tailored for the specific requirement of mobile com ...

9 Programming distributed systems: Using generative design patterns to generate parallel code for a distributed memory environment

Kai Tan, Duane Szafron, Jonathan Schaeffer, John Anvik, Steve MacDonald

June 2003 **Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of parallel programming**

Full text available:  [pdf\(385.41 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A design pattern is a mechanism for encapsulating the knowledge of experienced designers into a re-usable artifact. Parallel design patterns reflect commonly occurring parallel communication and synchronization structures. Our tools, CO2P3S (Correct Object-Oriented Pattern-based Parallel Programming System) and MetaCO2P3S, use *generative design patterns*. A programmer selects the parallel design patterns that are appropriate for an application, and then adapts the patterns for that specifi ...

Keywords: design patterns, frameworks, parallel programming, programming tools

10 Efficient and flexible fault tolerance and migration of scientific simulations using CUMULVS

James Arthur Kohl, Philip M. Papadopoulos

August 1998 **Proceedings of the SIGMETRICS symposium on Parallel and distributed tools**

Full text available:  [pdf\(1.76 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

11 Observations on game server discovery mechanisms

Tristan Henderson

April 2002 **Proceedings of the 1st workshop on Network and system support for games**

Full text available:  [pdf\(108.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Networked First Person Shooter (FPS) games are amongst the most popular multiuser applications on the Internet today. At any given time, there are thousands of servers available to a potential player. We describe and analyse the existing mechanisms for locating these game servers. The mechanisms are found to be inefficient and do not scale well. We propose and describe a distributed peer-to-peer server discovery mechanism. This is a work in progress.

Keywords: discovery, games, measurement

12 TRIP: A Low-Cost Vision-Based Location System for Ubiquitous Computing

Diego López de Ipiña, Paulo R. S. Mendonça, Andy Hopper

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 3

Full text available:  [pdf\(542.64 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Sentient Computing provides computers with perception so that they can react and provide assistance to user activities. Physical spaces are made sentient when they are wired with networks of sensors capturing context data, which is communicated to computing devices spread through the environment. These devices interpret the information provided and react by performing the actions expected by the user. Among the types of context information provided by sensors, *location* has proven to be es ...

13 Session: Time driven operating systems: a case study on the MARS kernel

Johannes Reisinger

September 1992 **Proceedings of the 5th workshop on ACM SIGOPS European workshop:
Models and paradigms for distributed systems structuring**


Full text available:  [pdf\(573.01 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Time driven real-time systems are of increasing importance in the field of *critical computer control applications* [Sta90]. Because of their predictable behavior they are well suited for systems whose correct operation in the time domain must be guaranteed already in the design phase of an application. Time driven systems allow the proof of the correct timing behavior of an application *by construction* of a feasible schedule. In the MARS system [Kop89] the time driven approach is real ...

14 Chimera: hypermedia for heterogeneous software development environments

Kenneth M. Anderson, Richard N. Taylor, E. James Whitehead

July 2000 **ACM Transactions on Information Systems (TOIS)**, Volume 18 Issue 3

Full text available:  [pdf\(864.32 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Emerging software development environments are characterized by heterogeneity: they are composed of diverse object stores, user interfaces, and tools. This paper presents an approach for providing hypermedia services in this heterogeneous setting. Central notions of the approach include the following: anchors are established with respect to interactive views of objects, rather than the objects themselves; composable, n-ary links can be established between a ...

Keywords: heterogeneous hypermedia, hypermedia system architectures, link servers, open hypermedia systems, software development environments

Results 1 - 14 of 14

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2003 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)

Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out


Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library
-  [Print Format](#)

Your search matched **8** of **990765** documents.

A maximum of **8** results are displayed, **25** to a page, sorted by **Relevance** in **descending** order.

You may refine your search by editing the current search expression or entering a new one the text box.

Then click **Search Again**.

Results:

Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**

1 A realtime telecommunication platform geared to advanced online maintenance

Futagami, S.; Araki, H.; Okada, K.;

Global Telecommunications Conference, 1994. GLOBECOM '94. 'Communications: The Global Bridge'. , IEEE , 28 Nov.-2 Dec. 1994

Page(s): 577 -581 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(448 KB\)\]](#) **IEEE CNF**

2 A fifteen channels real time speech recognition board for computer telephony applications

Gerard, C.; Ouahabi, A.;

Instrumentation and Measurement Technology Conference, 1997. IMTC/97.

Proceedings. 'Sensing, Processing, Networking'. , IEEE , Volume: 1 , 19-21 May 1997

Page(s): 193 -196 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(252 KB\)\]](#) **IEEE CNF**

3 An IEEE696 compatible signal processor

Justice, G.; Mavaddat, F.;

Acoustics, Speech, and Signal Processing, IEEE International Conference on ICASSP '84. , Volume: 9 , Mar 1984

Page(s): 382 -385

[\[Abstract\]](#) [\[PDF Full-Text \(120 KB\)\]](#) **IEEE CNF**

4 PC supported motor drive controller

Drevensek, D.; Urlep, E.; Curkovic, M.;
Industrial Electronics, 1999. ISIE '99. Proceedings of the IEEE International
Symposium on , Volume: 2 , 12-16 July 1999
Page(s): 647 -650 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(500 KB\)\]](#) **IEEE CNF**

5 Security and privacy aspects of SmartFlow Internet payment system

Hung, P.C.K.; Karlapalem, K.;
System Sciences, 1999. HICSS-32. Proceedings of the 32nd Annual Hawaii
International Conference on , Volume: Track8 , 5-8 Jan. 1999
Page(s): 10 pp.

[\[Abstract\]](#) [\[PDF Full-Text \(160 KB\)\]](#) **IEEE CNF**

6 A novel scheme of FLEX pager design

Lu Xiaojian; Li Weidong; Li Song; Wang Jing;
Communication Technology Proceedings, 2000. WCC - ICCT 2000. International
Conference on , Volume: 2 , 21-25 Aug. 2000
Page(s): 1669 -1672 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(276 KB\)\]](#) **IEEE CNF**

7 New multi-processor digital excitation system

Morse, C.A.; Mummer, C.R.; Martinet, R.F.; Gibbs, I.A.; Prather, E.C.;
Power Engineering Society Summer Meeting, 2000. IEEE , Volume: 1 , 16-20 July
2000
Page(s): 643 -648 vol. 1

[\[Abstract\]](#) [\[PDF Full-Text \(596 KB\)\]](#) **IEEE CNF**

8 SunRay: a cost-effective desktop computer solution

Tougaw, D.; Sanders, J.;
Computing in Science & Engineering [see also IEEE Computational Science and
Engineering] , Volume: 4 Issue: 1 , Jan.-Feb. 2002
Page(s): 15 -17

[\[Abstract\]](#) [\[PDF Full-Text \(398 KB\)\]](#) **IEEE JNL**

Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

 Print FormatYour search matched **1** of **990765** documents.A maximum of **1** results are displayed, **25** to a page, sorted by **Relevance** in **descending** order.

You may refine your search by editing the current search expression or entering a new one the text box.

Then click **Search Again**.**Search Again****Results:**Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD****1 Programming of flash with ICT rights and responsibilities***Keahey, J.A.;*

Test Conference, 2000. Proceedings. International , 3-5 Oct. 2000

Page(s): 711 -717

[\[Abstract\]](#) [\[PDF Full-Text \(512 KB\)\]](#) **IEEE CNF**

Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

 Print Format

Your search matched **9** of **990765** documents.

A maximum of **9** results are displayed, **25** to a page, sorted by **Relevance** in **descending** order.

You may refine your search by editing the current search expression or entering a new one the text box.

Then click **Search Again**.

Results:

Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**

1 Practical experiences in functional simulation. An integrated method from unit to co-simulation

Schubert, K.-D.;

High-Level Design Validation and Test Workshop, 2002. Seventh IEEE International , 27-29 Oct. 2002

Page(s): 42

[\[Abstract\]](#) [\[PDF Full-Text \(224 KB\)\]](#) **IEEE CNF**

2 Power4 system design for high reliability

Bossen, D.C.; Tendler, J.M.; Reick, K.;

Micro, IEEE , Volume: 22 Issue: 2 , March-April 2002

Page(s): 16 -24

[\[Abstract\]](#) [\[PDF Full-Text \(269 KB\)\]](#) **IEEE JNL**

3 Web embedded field devices

Lloyd, B.; Susnik, M.;

Pulp and Paper Industry Technical Conference, 2002. Conference Record of the 2002 Annual , 17-21 June 2002

Page(s): 199 -202

[\[Abstract\]](#) [\[PDF Full-Text \(335 KB\)\]](#) **IEEE CNF**

4 SunRay: a cost-effective desktop computer solution

Tougaw, D.; Sanders, J.;

Computing in Science & Engineering [see also IEEE Computational Science and Engineering] , Volume: 4 Issue: 1 , Jan.-Feb. 2002

[\[Abstract\]](#) [\[PDF Full-Text \(398 KB\)\]](#) **IEEE JNL**

5 The role of ACTIVEX and COM in ATE

Fertitta, K.G.; Harvey, J.M.;

AUTOTESTCON '99. IEEE Systems Readiness Technology Conference, 1999. IEEE , 30 Aug.-2 Sept. 1999

Page(s): 35 -51

[\[Abstract\]](#) [\[PDF Full-Text \(920 KB\)\]](#) **IEEE CNF**

6 Classification and correlation of monitored power quality events

Liu, W.H.E.;

Power Engineering Society Summer Meeting, 1999. IEEE , Volume: 1 , 18-22 July 1999

Page(s): 481 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(60 KB\)\]](#) **IEEE CNF**

7 Efficient hardware-software co-design for the G.723.1 algorithm targeted at VoIP applications

Mishra, S.M.; Balaram, A.;

Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on , Volume: 3 , 30 July-2 Aug. 2000

Page(s): 1379 -1382 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(360 KB\)\]](#) **IEEE CNF**

8 Disaster tolerant Wolfpack geo-clusters

Wilkins, R.S.; Xing Du; Cochran, R.A.; Popp, M.;

Cluster Computing, 2002. Proceedings. 2002 IEEE International Conference on , 23-2 Sept. 2002

Page(s): 222 -227

[\[Abstract\]](#) [\[PDF Full-Text \(311 KB\)\]](#) **IEEE CNF**

9 Teraflops supercomputer: architecture and validation of the fault tolerance mechanisms

Constantinescu, C.;

Computers, IEEE Transactions on , Volume: 49 Issue: 9 , Sept. 2000

[\[Abstract\]](#) [\[PDF Full-Text \(304 KB\)\]](#) **IEEE JNL**

[Home](#) | [Log-out](#) | [Journals](#) | [Conference Proceedings](#) | [Standards](#) | [Search by Author](#) | [Basic Search](#) | [Advanced Search](#)
[Join IEEE](#) | [Web Account](#) | [New this week](#) | [OPAC Linking Information](#) | [Your Feedback](#) | [Technical Support](#) | [Email Alerting](#)
[No Robots Please](#) | [Release Notes](#) | [IEEE Online Publications](#) | [Help](#) | [FAQ](#) | [Terms](#) | [Back to Top](#)

Copyright © 2003 IEEE — All rights reserved